IN THE SPECIFICATION:

Please amend the paragraph [0024] to recite as follows:

When an origin constructs a path, it must supply two values: the turn pool and the bit count. When routing packets to endpoints the bit count is always initialized to be zero. When routing packets to switches, the bit count must be biased. For a packet to be accepted by a switch its bit ~~turn~~ count must be 23 when it arrives at the switch. To ensure this necessary condition, an endpoint that wishes to communicate with a switch must set the initial bit count of switch based packets to be the 23 plus the bit size of the active turn pool partition.

Please amend the paragraph [0034] to recite as follows:

If a path is programmed incorrectly or if a port along the path is down, a path routed packet can encounter an error that prevents it from being forwarded any further. The following are path routed errors that must be detected by switches:

Bad Path: bit count=24 at a switch. If a packet is received that has a bit ~~turn~~ count of 24, and is NOT an Interface 1 packet, then the packet must be discarded as it is assumed that the path is bad. This prevents packets from circulating endlessly within the fabric. The switch drops the packet (crediting the packet in the process) and generates a Path Event packet to the origin of the packet.

Port Down. A packet cannot be forwarded because the output port is down. The switch drops the packet, and generates a Path Event to the origin.

Bad Turn Value: Port number is not mapped to a physical link at the node. Treated the same way as a Port Down described above.

Please amend the paragraph [0050] to recite as follows:

The "Hop Count=22" failure means that the multicast write packet had a bit ~~turn~~ count set to the maximum value of 22 when entering a switch. Unlike a path-routed packet, a multicast packet that enters a switch with an erroneous bit/hop count does not cause a path event to be generated, however the multicast packet is discarded.